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Title: The Path to Power III

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Using virtue:

Leaders can not be expected to be always honest and just. It is hard to practice love and truth when one governs land. Those who practice love when faced with conflict are always smashed beneath ambition. A prayer can never parry a sword. Instead of relying on the foundations of virtue as set down by pacifist one should use what best suits the regime when dealing with virtue. For example in Stormhaven before one becomes a knight he must travel to the shrines. One must have an understanding of the basis of virtue but only follow valour and to some degree honour. Devotion to certain virtues can also lead to fanaticism with the Moonglow inquisition as a good example of such an event. Within the span of four months enemies were burned for heresy, an event

that inspired both fear  
of Moonglow and  
respect for the  
growing army. Those  
who don't use some  
degree of virtue in  
their teachings are  
always considered to  
be vile, their plots and  
offerings are always  
seen as dark and it  
becomes hard for them  
to move into  
psychological warfare  
as all they say is  
taken for lies anyway.  
All in all one should  
always show respect  
for the virtues and  
support the  
proliferation of such  
ideas as they make  
others weak.

The name:

Once one has his foot  
entrenched and is secure  
in his dominion one should  
choose a suitable name  
for himself. All successful  
leaders have a  
nickname that gives  
insight to their  
personality. Such a  
name is to create a  
dual purpose, both to  
inspire fear and to  
gather respect. For  
example, Talon the  
former king of  
Stormhaven is known  
for being 'The Dragon'  
to his enemies. Such  
a name suits the  
propaganda aspect of  
your rule. By  
selecting a noble  
animal or beast as  
your personal icon  
those who hear your  
name associated with  
said beast will  
instantly take the  
aspects of the animal  
and apply them to you.

Carefulness and  
rumours:

One should never  
make more enemies  
than one can take on.  
Enemies have a habit  
of banding together  
which can get  
annoying. It should be  
common practice to  
bring two soldiers  
along to all diplomatic  
missions in order to avoid  
looking weak. A good  
custom is to have an  
agent at the populated  
centres to keep  
ears open for rumours  
concerning one's lands  
and person.

It is important to  
search all populated  
rooms for  
communication crystals  
and potential rumour  
mongers. Rumour  
mongers are the  
enemies of all leaders  
but the most skilled  
power seekers use  
rumours to  
devastating effect. For  
example the spread of  
certain well placed  
rumours that the  
Dwarves of Findar  
had indulged in slave  
trade had nullified the  
alliance the dwarves  
were planning with  
Stormhaven and  
cancelled out the  
creation of a large  
military alliance.

Cruelty and kindness:  
Although your success  
in holding power is  
linked mainly to  
military assaults and  
cloak and dagger  
politics it is  
important to know  
when to back off with  
an assault. If the  
enemy is broken  
morally by your  
manoeuvre against  
them and make it

known to the world  
that they are in a  
submissive position it  
is practical to issue  
peace in the form of a  
lasting contract.

Generally such  
contracts should last  
up to six months at  
which point the war  
may resume if  
hostilities rise. A  
document of  
submission is often  
more useful in  
propaganda than the  
land of the enemy.

Also one should not  
kill a dead horse. If  
the enemy is beyond  
capability to retaliate  
and wishes for peace  
accept it with suitable  
conditions. A  
reputation of cruelty  
is good but one should  
also show kindness.

Respect:

He who gives respect  
receives it. One should  
never belittle your own  
troops or allies unless  
one wants to loose them.  
With power will come a  
sense of megalomania and  
it is important to not  
enter a mind set where  
one thinks one is  
invincible. If you notice  
one of your men  
disrespect another you  
must settle the  
differences between them,  
internal fighting will  
snowball if not solved  
right away. Those that  
have more power than  
you should always be  
respected and admired,  
watch such people so  
that you can understand  
their success.

Just because an individual  
is in an order that is  
out of favour does not  
mean you should show him  
disrespect. The wheel of

fortune spins and those  
at the bottom can later  
come out on top with  
fond memories of your  
acceptance on their minds.

Conclusion:

The road to power can  
only be walked by the  
few and only those who  
truly desire lordship know  
that often one must take  
the path at night.